

BATTLES WITH MINIATURES™

Issue 6 2001

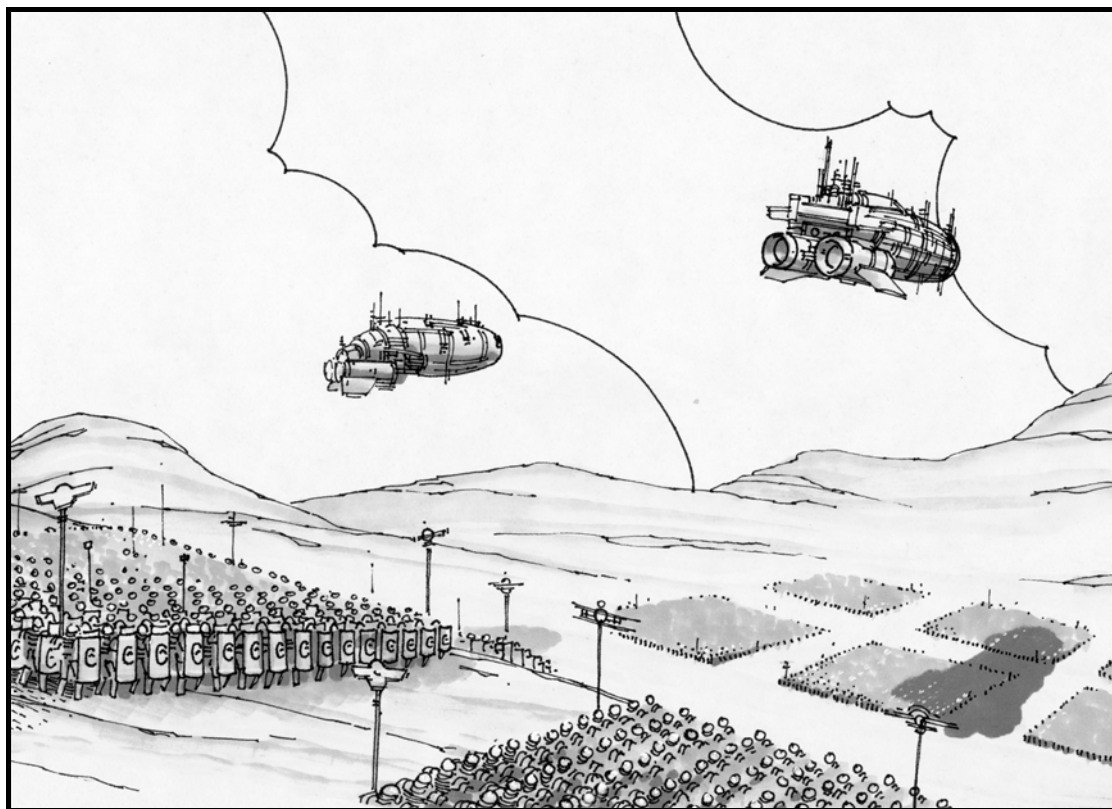


VOID™

OFFICIAL HOBBY SUPPLEMENT

i-KORE™

Junkers: The Legions of Ironglass



The Legions

The legion is the standard infantry regiment of the Junker army, and is the key to the Ironglass Senate's military might—indeed it could be said that the legions are the glue that holds together unstable Junker society. Discipline is harsh and often unfair in the Junker legions but despite all this the army operates very efficiently on

the battlefield. The Junkers have thousands of legions stationed throughout the galaxy; each distinguished by its name and number. One name can describe as many as a thousand legions, each legion being designated a number based on the chronological order of their founding e.g. the 506th Scorpion

Legion, or the 12th Vulture Legion. The three most famous and largest are the Scorpion Legions, the Serpent Legions and the Vulture Legions, but there are many, many lesser ones including the Jackal Legions, Sand Viper Legions, Desert Fox Legions and so on.

Command Structure

Any given legion's command chain follows the same basic structure. Legions contain on average somewhere in the region of ten thousand troops, though this can vary widely from legion to legion. The officer in charge of a single legion is the Praetor, a career soldier who is more often than not a decorated war hero. The legion is comprised of ten cohorts, each of which contains on average a thousand troops, though again this varies. A Tribune commands each cohort, and like the Praetor they

are long-timers in the army. A cohort further subdivides into a variable number of centuries, usually ten, sometimes more, sometimes less. Centuries contain somewhere between fifty and one hundred-and-fifty soldiers and are led by a Centurion, the most famous and loved of whom is Aurelian. The only unit subdivision lower than that of a century is a standard squad led by a sergeant.

The 1st cohort of any legion is called the Praetorian Guard of that

legion, and acts as the elite bodyguard for the Praetor. This cohort consists of veterans who wear different armour to the rest of the legion, denoting their importance. When a legionary has served the Ironglass state well enough to be awarded their freedom the first step is to remove their neural spike, leaving them with a scar that is as highly renowned as a medal for valour. This done, legionaries are free to choose re-enlistment in the Praetorian Guard or resume

civilian status. Most choose re-enlistment having become institutionalised by the mixture of war, heavy discipline and camaraderie in the legions. Those that try to rejoin society often suffer terrible mental problems arising from their inability to readjust.

Attached to each legion and representing the political arm of the Senate are the Enforcers, a body of officers not answerable to the Praetor but to the Senate. Enforcers combine the roles of military and secret police. They are

the ones responsible for carrying out the notorious neural spike executions, the Junkers' most summary form of military discipline. High-ranking Enforcer officers called Censors accompany the Praetor on all of his or her engagements and in military command terms the legionaries treat them as being of equal rank. The Censors are in charge of lower ranking Enforcers called Lictors, who vary from sergeant to Tribune in equivalent military status.

Finally, the highest battlefield rank in the Junker Legions is that of

Consul. A Consul will command an entire theatre of war where multiple legions are involved. Consuls are mostly appointed by the main Senate at Ironglass and do not attach to any particular legion or indeed world, though most worlds will have one or two in residence in case a military crisis occurs. They go where they're needed or where Ironglass thinks their particular skills would be best suited, resolving one situation and then moving on to the next.

Tactics & Combat Role

Junkers are experts at close quarters fighting and this is the method by which the Legions are trained and equipped to engage the enemy. Junker Consuls know the value of sacrifice, as chess players would say, and as far as the humble legionary is concerned they are a little too enamoured of this concept. In battle a legionary's duty is to get across the field and engage the enemy up close as swiftly as possible. More often than not this means on foot, in a suicidal frontal charge—Junker combat casualties are almost always heavy and the average lifespan of a legionary once they enter battle is somewhere in the region of ten to fifteen minutes. The Consuls know this though, and are entirely comfortable with the idea. They know that they can usually soak up enough damage, given the sheer size of Junker land armies, to close quarters with the enemy and have enough legionaries left to fight hand-to-hand and close range assaults, where Junker equipment and training tends to give them the upper hand. The high casualty rate means that there are always a high number of raw recruits being drafted to the legions, but a hardcore of veterans provides the experience and backbone

necessary to keep the army functioning.

The pain, horror and toil of being a legionary can obviously have a disastrous effect on morale, so a psychological rallying point is required to keep the troops' spirits up in battle. This is the Legion Standard, around which an almost totemistic mythology has built up. Each century carries a standard into combat, and so influential is this item that many legionaries believe it to have magical powers that will protect them in battle, or give them strength to crush the enemy. If a standard is lost and the century responsible for it survives, retribution is harsh indeed. Under unofficial Junker military law (for the activity described here contravenes VASA human rights regulations) the century is 'decimated'. This means that the survivors divide into groups of ten and draw lots. The winners then beat to death those who drew the shortest straws.

Artillery support for the legion usually comes in the form of Salamander Field Mortars. These are heavy mortars mounted on mobile shielded platforms and operated by a crew of three legionaries. It can fire both standard HE ordnance and special incendiary Naphtha rounds. The

mortar is towed into position by sandrunners.

The mobile arms of the legions are sandrunner units, and this saurian is used for a variety of purposes. As well as being cavalry mounts for enforcers and thermite lance armed legionaries, sandrunners strength and speed allows them to tow chariots. There are two types of one-man chariot towed by pairs of sandrunners. Sandrunner Chariots are the basic type, deploying a single legionary armed with a thermite lance and sporting monomolecular edged scythes on the wheels. The second type, called Suicide Chariots, carries a single suicide bomber rapidly into the thick of the fray. With extra explosives packed onto the carriage he can make quite a mess when he detonates his rig. Suicide Chariots also sport scythed wheels. Finally there is a heavy close support chariot called a Trident. This is towed by four sandrunners and the larger carriage holds a crew of three legionaries—two gunners and a driver. One gunner operates a chaingun whilst the other handles a heavy flame thrower. Tridents also have scythed wheels and usually carry the standards for mobile centuries.

Junker Colonies



Junker colonies are arid, desolate places where the living is hard, not to mention dangerous and

unhealthy, for the majority of the population. But the Junkers are past masters at surviving against

the odds and they have truly made these places their own.

Junker Worlds

What began as a punishment for the first people to be stationed on Ironglass has become the technological basis for Junker expansion throughout the galaxy. Having learned the lessons of surviving Ironglass's marginal conditions, Junkers are now experts at colonising the worlds

no-one else wants. Parched desert conditions or barren rocky worlds bereft of topsoil suits their purposes as long as there is some sort of atmosphere and halfway decent mineral resources. Junkers can extract every particle of worth from a world that other powers would declare to be not worth the

bother, by the simple expedient of massive, non-sustainable strip mining operations. Many smaller worlds have been exhausted by Junker activity forcing even the scavengers to move on, but Ironglass still has a good few thousand years in it on account of its sheer size.

Junker Cities

Junker buildings are characteristically conical, domed affairs of prodigious size. When viewed on the horizon of a typically flat, barren world of the type favoured by the Junkers, a city of such constructions looks like a great cluster of termite colonies. Up close one realises that these cities are massive—human beings are crammed by the million into these sprawling metropolises. They are noisy, grimy and busy places

with great airships cruising between docking points on domes, avoiding the ubiquitous scaffolding, and the constant din of construction and reconstruction. However, no matter how much they outwardly appear to be chaotic and higgledy-piggledy, Junker cities are organised with military precision.

The upper part of the domes are actually massive mobile shielding devices, glorified parasols in effect,

and only cover over half of the constructions within. The reason for this is to allow airships to travel freely between domes shifting workers and goods, whilst at the same time protecting the buildings behind the shield from anything from harmful solar radiation to violent sandstorms.

The city is organised as a series of concentric rings with security being uppermost in the minds of the administrators. The outermost

part of a Junker city is the defensive curtain wall; usually between twenty and fifty metres thick this is made of reinforced concrete and covered in ablative ceramic tiles that are produced on board the Reapers. Industrial by-products and non-recyclable human refuse are incinerated and vented out of the city via waste pipes on the walls—a process that over time creates a no-mans land of toxic ash and grit that forms dunes against the walls. There are also a number of security stations along the outer wall at regular intervals, containing surveillance platforms equipped with heavy weapons. In emergencies the more important cities' power grids can be diverted to massive shield generators within their walls, forming a force field over the whole city that protects against aerial strikes, orbital bombardment, meteor impacts or other major threats of this nature. Outer walls also have the facility to berth mobile launch pads, more on which later. Within the wall the city is organised into three distinct concentric zones. The first of these

is the industrial processing zone where, as the name would suggest, the city's industrial base is located. Domes within this area are varied in their usage. Some are given over to reprocessing salvaged materials, others act as warehouses for storing and distributing the wares brought in by Reapers and their orbital counterparts. There are also massive shipyards given over to the building of mining and space salvage vessels. Fusion reactors are also located here to power these industries.

The second zone is the municipal district, and here the bulk of the city's citizens are housed in cramped dwelling units—purpose built domes which contain a honeycomb of units, each of which provides the basics of shelter, heating, lighting and furniture. Also located within the municipal zone are domes that provide things like basic education and healthcare for the citizens, as well as food and luxury item distribution centres, both of which operate on a voucher scheme. Entertainment comes in the form of state sponsored media, which

apart from rolling news bulletins praising the military achievements of the Ironglass Senate has nothing much to offer except televised executions and gladiatorial challenges.

The innermost zone of a Junker city is the Central Senatorial Sanctum. This has its own miniature version of the outer curtain wall, complete with weapon platforms and shield generators. The Sanctum acts as a proxy for the Ironglass Senate, to all intents and purposes making the city a miniature marshal world. The staff of the Senatorial Sanctum sees to the administration of the city, ensures an even distribution of goods and services to the citizens (in theory), and deals with internal security matters. They are answerable only to the Ironglass Senate, to whom they pay a levy of produce and military units, and receive instructions on how to conduct things like local trade, VASA conscription and so forth. To enforce all of this the Sanctum has its own naval base and anything up to five legions of infantry, depending on the size of the city.

Junker Mobile Industries & Transport Infrastructure

Apart from salvage and piracy, the main industry of Junkers is strip mining. The Reapers provide all the raw materials necessary to supply construction, power and food production for the vast cities. They do this by hoovering up topsoil and sand in massive vacuum pumps. This material is passed through a system of magnetic and particulate filters to separate metal deposits from silicates, and silicates from organic matter. Then the various components go through further filtration processes until they end up on factory floors within the Reaper, where they're processed into such diverse things as steel, concrete, ceramics, glass and food paste. What little waste there is is

ejected through a funnel on the roof of the Reaper.

Transport between Junker cities is exclusively by air. Limited networks of vast aerial highways travelled by airships form webs across the surfaces of Junker worlds. Personal transports are rare and require special licenses, effectively making the highways a global mass transit system. This allows the authorities to keep tabs on traffic movements because they are paranoid about terrorism, defection, black marketeering, and all manner of security issues. Vehicles away from these designated airship lanes without proper authorisation are liable to be fired on without warning by Junker security patrols. Transport on and off the planet is handled by

a super-paranoid method unique to Junkers. Firstly only a limited proportion of cities on a planet have the extreme security and bureaucratic infrastructure required by the Ironglass senate to handle customs operations. But the startling thing is that the actual landing and launching pads are modular mobile platforms. These airship drawn constructions are stored in vast, secret military hangers and are floated out once or twice a day to dock with points on the walls of designated port cities. After use they move on to a different hanger, so that their movements aren't predictable. This prevents an enemy disrupting Junker trade and military operations by attacking their launch sites

Junker Craft



Junker aerospace and astronautical technologies leave a lot to be desired when pitted against the advances of VASA and

the other Tripartite powers. However, necessity is the mother of invention, and as ever the Junkers' makeshift approach has

resulted in the development of some brilliant, if bizarre, innovations.

Mining Ships

The Red Erg of Ironglass presented certain challenges to the original settlers that were worth meeting. Indeed, the whole reason the Viridian Assembly built a penal labour camp on Ironglass in the first place was the abundance of ferric sands on the surface, from which iron and silicates could be extracted. The mobile sand-harvesting factories called Reapers were developed for this process, and at first were fine for lumbering about the fringes between the Meridian and the Erg. But as over-mining took its toll and demand for the resources that the Reapers produced increased, the Junkers had to move to the second phase of mining on Ironglass. This involved developing aerial

transports to get the slow and cumbersome Reapers exploiting the vast, untapped expanse of the deep Erg.

These aerial transports are large, powerful airships called Hunters. Hunters are low-orbital craft consisting of a huge steel canopy filled with helium, beneath which is suspended a gondola incorporating the flight deck, crew quarters, nuclear driven turbines and a cargo bay. This is an extremely ancient flight technology used by Viridians in pre-space travel days. With a bit of adaptive Junker magic permitting the carriage of something as big as a Reaper, this method has proven ideal for quickly getting the massive, heavy Reapers out on the

Erg. Since then the same method has been used on all of Ironglass's marginal colonies across pan-humanic space. Each Hunter vessel carries a single Reaper and patrols the planet, asteroid, or whatever, looking for mineral deposits. It sweeps the surface using powerful geophysical scanners that monitor magnetic fields, allowing a skilled crewman to pinpoint areas worth mining.

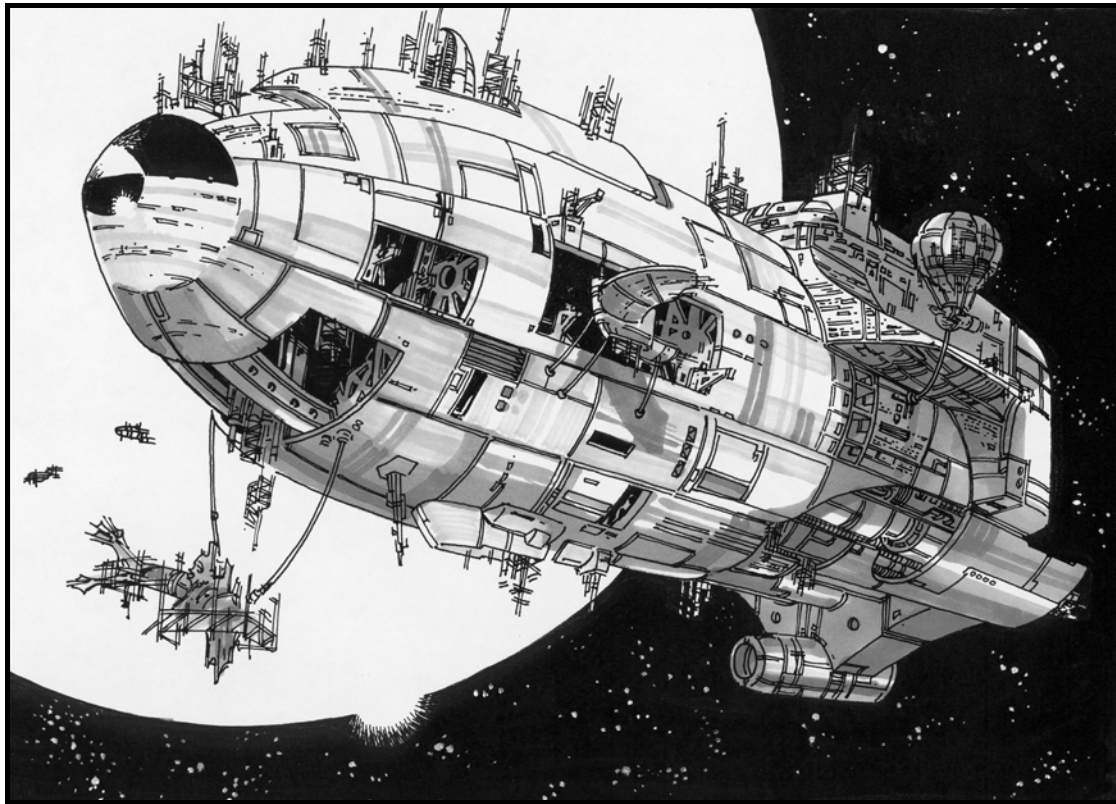
Once a potential minefield has been identified the Hunter will drop its Reaper and return to base—its job is now done. The Reaper then remains in the general area, extracting as much produce from the site as it can. When the Reaper is ready to return it sends a radio request

back to base and has to wait for a cargo transport airship called a Gatherer to take it home. The Gatherers are much bigger, slower

versions of the Hunters, and their gondolas have disproportionately large cargo bays and ramps, into which up to four Reapers can be

driven. A Gatherer's only job is to pick up Reapers once they have processed a full load.

Space Fleets



Junkers don't have much in the way of commercial flights, tourism not being a major priority for

Ironglass's military government. The bulk of Junker orbital shipping consists of a relatively small naval

contingent of warships and a large number of salvage equipped vessels.

Military Vessels

Junkers have some of the largest naval ships of any of the Tripartite powers. Excellence in ship to ship combat is determined by who has the best technology, and inevitably the Junkers are at a something of a disadvantage when it comes to waging this sort of warfare. Therefore they stick to what they're best at and go in for boarding actions on a major scale. Medium to heavy Junker battleships are equipped with specialised assault craft called Ravens. Each Raven can carry up to a dozen infantry, or eight exosuits, and is armed with a single unique weapon called the Auger. The Auger is a heavy, short-range particle drill capable of disrupting all known shielding and armour systems in very short order. Simply

put the Raven uses the Auger to burrow right into the hull of an enemy ship and discharge its boarding crew. The assault craft are horribly vulnerable until they can engage the enemy vessel, so the tactic is to get the mother ship as close as possible, then launch wave after wave of Ravens supported by light interceptors. Many don't make it, but this is the Junker way. Junker fleets are always kept busy, for if they aren't engaged in invasion and expansion, the Ironglass Senate tacitly encourages its admirals to engage in piracy wherever they can get away with it, much to the annoyance of VASA and the other powers.

Junkers have four distinct classes of battleship, the designs of which

echo the curves of their airships and cities' domes. Weapons and armour systems on board these craft come in all shapes and sizes—particle cannons, negatron torpedoes, heavy lasers, mass drivers, anti-matter shields, etc—usually whatever can be salvaged from previous battles. The largest battleships are the Nero class, which are the flagships of the Junker fleet and are used to transport armies of up to five Legions along with their Consul and Praetors. Smaller than the Nero class are Praetorians, carrying a single legion of troops and their Praetor. The standard battleships of the Junker fleet are Fabian class vessels; these rarely have grav-shunting capability and come in a bewildering array of

types—some designed for boarding actions, others for ship-to-ship combat, some more for orbital bombardment and so forth. The

smallest battleships are the most numerous and are known as Gladius class—they have very limited range and firepower and

usually serve as cannon fodder during any major conflagration.

Salvage Vessels

Junker salvage vessels are essentially vast orbital versions of the airship design apparent on the Gatherers and Hunters. They're generically nicknamed 'Vacuum Vultures' and come in a variety of sizes. The largest of these are the planetoid sized Thanatos Class Starfactories, which are cobbled together in space from the wreckage of smaller vessels, no shipyard being large enough to purpose build such monstrosities. Most of these vessels are of a size somewhere between that of a Nero and a Praetor class battleship and are known as Jackal Class Starfactories.

Vacuum Vultures are propelled by plasma drives, and obviously don't have gas in their canopies. Instead the great space above the gondola is reserved for hangers containing small debris collection craft and light interceptors for defence.

There are also floors dedicated to salvage processing, equipped with furnaces, nuclear reprocessing equipment, etc. Outside there are umbilical claws that can hold large salvaged structures in place, allowing space-walking crew equipped with plasma cutters to dismantle them so they can be brought inside. As usual the bulk of the hazardous, unskilled and menial tasks are undertaken by convicts kept in line by brutal overseers.

The debris collection craft are two-seater vessels equipped with basic sensor arrays, telemetry prediction devices and macro-spectroscopic tractor beams. This latter piece of equipment has been developed by modifying a device used by the Synthra to manipulate positronic microcircuits to move much larger items. The tractor beam consists of two spiralling photon fields that

lock on to magnetic fields in target objects. The fields can then be manipulated to move and rotate the object. The mass of the object limits the effect of the tractor beam, so larger objects have to be moved by two or more ships co-operating by combining their fields.

Thanatos Class vessels tend to be deep-space lone traders, setting off to salvage whatever they happen across, and are equipped with enough ordnance to fend for themselves against piracy or enemy attacks. Jackal Class ships on the other hand have only a few light interceptors for protection since they accompany battle fleets into combat and can expect to be defended by the warships. Their job is to clear up after the battle, scavenging whatever useful items are left floating in space.



Censored Extracts from Service Journal

Warning! These documents have been classified as 'F-Notice' material by VASA. Broadcasting, reprinting or unauthorised viewing is strictly forbidden, and is punishable by extradition to Ironglass territory.

Invasion of Oblomov 2

Extract from the Journal of Legionary Ganymede, of the CCVth Vulture's Sandrunners...

...*Jacta Alea Est*—"The die has been cast", as the saying goes on Ironglass when one is committed, for better or worse, to a particular course of action. Our intelligence reports on the Oblomov system, to summarise, made it clear that the Oblomovians would present no threat whatsoever. Oblomov 2, the only inhabited planet in the system, was a new independent colony peopled by breakaway Viridians and Synthra from a fringe political movement, who believe in a life of leisure and idleness facilitated by technology. They collectively gave up their possessions and former lives, and along with a supply of labour saving and settlement technology, took off for an obscure, minor system to live like slobs. This was reported by various media as an amusing filler story, but the Senate did some research on the Oblomov system and discovered that Oblomov 2 was a semi-desert planet, not considered commercially viable by any of the other powers. But what the others scorn in their arrogance and pride, we Junkers can profit from.

Inevitably the order came through to prepare for the invasion of Oblomov 2. Five legions were considered sufficient for this purpose, since resistance was expected to be slight. The Senate's

strategists assured us that a single legion could probably deal with such weak and cowardly foes, but the Consulate decided to be on the safe side—better to overestimate a foe's capabilities than underestimate them, and happy for us legionaries that it should be so.

Oblomov 2 had three major settlements on it, the capital Goncharov and two cities under construction. The CCVth along with the XCIIIth Serpents and the DCLst Jerboas were to strike at the capital, whilst simultaneously the other two cities would be blitzed by the CIXth and CDth Scorpions. The plan seemed like a good one until we came pouring out of the landing craft and immediately into a sustained artillery barrage from within the Goncharov complex.

Committed now, we poured towards the city walls as swiftly as we could, making best use of the dunes on sunny Oblomov 2. Communications were impossible in the chaos, even between squads never mind centuries. It was every legionary for himself. So how, you may wonder, did the slovenly Oblomovians manage to muster such effective resistance? Well the answer came as the surviving half of our legion closed on the city and TAVs, Black Legionaries, Archangels and militias poured out

to meet us. *Jacta Alea Est* indeed! There was no question of turning back now, indeed no way that a cease-fire could be effective amidst such confusion, so we redoubled our attack. The battle lasted nearly five hours and of the three legions that attacked Goncharov, there were barely enough troops left after the fight to constitute a legion. The Scorpions fared little better at their targets, but we eventually won the day, thanks largely to the sacrifices made by our Suicide Charioteers...

...Of course the whole thing boiled down to a communications problem, which seemed to be the order of the day. According to our prisoner, Archangel Captain Aleph, VASA had arrived on Oblomov 2 in force a week earlier. The Oblomovians brand of wilful laziness couldn't be tolerated within Pan-Humanic Space, so they were forcibly re-integrated. Just before we'd arrived rebels had destroyed the VASA temporary comms-station, so no order to tell the Junker Fleet to stand down could be issued, and by the time the assault was underway it was too late. So no doubt our glorious victory will be swept under the carpet and this journal censored. Still, *factum est*.



The Taking of Research Vessel xl-rtg/111

Extract from the Journal of Sergeant Vitus Deribidus, of the XLIInd Scorpion's Exo-Suits...

...After weeks of nothing doing, the troops certainly got what they'd been waiting for today. We received orders from the Senate back on Hormuz IX that the fleet should go and check out an asteroid field in the quadrant we were patrolling, so at 0730 hours that's what we did. Centurion Erebus told us that Vacuum Vultures we had in tow might be able to pick up something useful on the asteroids—wrecks and what have you. It's madness though, isn't it? Trying to manoeuvre a Fabian Class starship like the *Mecoptera* around an asteroid field, not to mention the other three Fabians in our fleet. If we weren't careful the Vacuum Vultures might end up salvaging us.

We arrived at the site circa mid-day and the bulk of the fleet took up a stationary position above the asteroids while a scouting detail of Gladii took a couple of Jackals into the field. It looked like more boredom was on the cards after an hour or so, but at least up to that point no one had said we'd actually have to take the big ships into the field. Then of course the order came through to suit up; we were going in. Centurion Erebus

said he didn't know why, but this was the usual crap. If we were getting into our exo-suits, then battle was on the cards. This was confirmed when Erebus returned after half an hour and ordered us to the Ravens. To his credit he decided that now was the time to tell us what was going on. Which was a relief to me because I hate having to wait until the particles are actually fizzing around our ears and half the squad's dead before I can tell the legionaries what's happening. The expeditionary fleet had come across a fat, juicy Syntha research craft in the middle of the field, and what was more, it didn't have any escort. The tech aboard these things was always way ahead of anything anybody else was doing, and we reckoned we'd get a medal for this for sure.

The ride out in the Raven was fairly bumpy, and of course having no viewing ports in the passenger pod we'd no idea what was happening until the Auger had tunnelled us through the hull and the ramps activated. The ramps came down and the vacuum seals went up simultaneously around the hole we'd made. The corridor we were in was dark with a low

ceiling so I gave the order to deactivate thermite lances, didn't want them hitting the roof and going off. As soon as we'd disembarked the corridor filled up with grapeshot from the darkness at the other end. One of the rounds must have caught Legionary Hephaestus in his flamethrower's fuel cell, because he exploded right in front of me. I was stunned and blinded, and then there was a rush of air and something so heavy that it knocked me over, exo-suit and all, hit me in the chest. I activated the lances and there was another rush of hot air and the weight was gone. Then the battle lust got me and I virtually emptied my grape gun. When I could see again there were bits of assault androsynth everywhere...

...We took the vessel, just. We'd bitten off more than we could chew because this was a military research ship. No fighter escort, but plenty of mines, sentry guns, military personnel and so forth. We'd lost one of the Fabians, four Gladii and one of the Jack Somebody had made a big mistake here.

New Junker Troop Types

Praetorian Guard

A convict legionary, who not only survives his Tour of Duty, but also distinguishes himself in battle, displaying both prowess and courage, may be given a choice by his commander.

To return to his normal life, impoverished and dishonoured, or to have his Neural Spike removed and earn a chance to redeem himself by serving in the Praetorian Guard.

The Praetorians are renowned throughout the galaxy as the Junkers elite ground troops, fearless and loyal, they fight with deadly efficiency.

Praetorian Guard

AS	SH	S	T	W	CD	SZ	MV
5	4	4	4	1	6	2	4

Structure: Squad

Unit Size: 4-12

You may include a maximum of one support model (s) for every three non-support models.

Troop Type	Equipment	No.	Cost
Praetorian	Shotgun, Combat Blade, Battleshield	4-12	21
Thermite Bolt	Thermite Bolt	0-3	43(s)
Sergeant	Shotgun, Combat Blade, Battleshield	0-1	23

Special Rules

All: Shield Wall, High Morale (+1)

Ballista: Tactical Awareness

Sergeant: Tactical Awareness, High Morale (+2)

Note

Praetorians are NOT fitted with neural spikes, and so do not count as convicts for the purposes of the Enforcer's rally ability.

Berserkers

In most cases, the installation of a neural spike is enough to quell a convict's rebellious thoughts, but sometimes the warrior spirit burns too brightly and the convict lacks the discipline to join the legions.

These savage warriors are band together into packs of Berserkers, where they fight alongside their more disciplined brethren – although always at a good distance!

They excel at close combat, and when charging there is no stopping them.

Junker Berserkers

AS	SH	S	T	W	CD	SZ	MV
4	3	4	4	1	4	2	4

Structure: Squad

Unit Size: 4-12

Troop Type	Equipment	No.	Cost
Berserker	2 Combat Blades	0-12	17
Berserker	Claymore	0-12	19
Berserker	Shotgun, Combat Blade	0-12	19
Berserker	2 Shotguns	0-12	31
Leader	Claymore	0-1	20

Special Rules

All: Multiple Attacks (x2), Berserk Charge, Shock Trooper, Impetuous

Berserker with 2 Shotguns: Multiple Shots (x2)

Leader: High Morale (+1)

Note

Berserkers are fitted with neural spikes, and so count as convicts for the purposes of the Enforcer's rally ability.

Sandrunner Chariots

Sandrunner Chariots are a light, one-man vehicles equipped for a purely assault role.

They use their speed to rapidly assault the enemy, clearing screening troops from objectives and disrupting enemy ranks.

Sandrunner Chariot

AS	SH	S	T	W	CD	SZ	MV
4	3	4	6	2	4	4	6

Structure: Squad

Unit Size: 1-4

Troop Type	Equipment	No.	Cost
Sandrunner Chariot	Thermite Lance, Combat Blade, Autoshotgun	1-4	43

Special Rules

Overrun, Fast

The Chariot may make 1 turn for every 3" moved. In close combat make 2 attacks for the beasts using the riders AS Stat. To hit +0, Dam 5 (x2)

Fire Arc

The rider may fire his shotgun to the front, left and right fire arcs.

Suicide Chariots

Suicide Chariots are stripped down versions of Sandrunner Chariots, crewed by fanatical suicide bombers and packed with even more explosives. They hurtle into enemy ranks, before detonating, killing the rider, the beasts and hopefully a few of the enemy as well!

Suicide Chariot

AS	SH	S	T	W	CD	SZ	MV
4	3	4	6	2	4	4	6

Structure: Individual

Unit Size: 0-1

Troop Type	Equipment	No.	Cost
Suicide Chariot	Combat Blade, Enhanced Explosive Pack	0-1	51

Special Rules:

Overrun, Fast

The Chariot may make 1 turn for every 3" moved. In close combat make 2 attacks for the beasts using the riders AS Stat. To hit +0, Dam 5 (x2)

Trident Chariot

The heavier trident class chariot is geared more towards a support role.

It has four crew, one of whom does nothing but control the three beasts.

Two crew each man a support weapon while the fourth crewmember coordinates their efforts.

Trident Chariot

AS	SH	S	T	W	CD	SZ	MV
4	3	4	6	4	4	5	6

Structure: Individual

Unit Size: 0-1

Troop Type	Equipment	No.	Cost
Trident Chariot	Thermite Lance, Combat Blade, Mounted Chaingun, Flamethrower	0-1	109

Special Rules

Overrun, Multiple Attacks (x3)

The Chariot may make 1 turn for every 3" moved.

Centurions and Standard Bearers

The Convict Legions of Ironglass are countless, and they are ranged all across the galaxy.

All Legions are identified by both name and number, the most common (and indeed infamous) being the Vulture, Scorpion and Serpent Legions.

Centurions

AS	SH	S	T	W	CD	SZ	MV
4	3	4	4	1	5	2	4

Structure: Individual

You may add a Centurion to a unit of Convict Legionaries using the same buying criteria as Sergeants.

Troop Type	Equipment	No.	Cost
Scorpion Centurion	Shotgun, Combat Blade, Battleshield	0-1	21
Serpent Centurion	Shotgun, Combat Blade	0-1	21
Vulture Centurion	Two Shotguns	0-1	21

Special Rules:

Scorpion Centurion: High Morale (+2), Multiple Attacks (x2), Tactical Awareness

Serpent Centurion: High Morale (+2), First Strike, Lethal Strike (x1), Tactical Awareness

Vulture Centurion: High Morale (+2), Multiple Shots (x2), Tactical Awareness

Praetors

It is widely rumoured across the Galaxy, that the one thing feared and respected by the Praetorian Guard, are their commanding officers, the Praetors.

In close combat make 4 attacks for the beasts using the riders AS Stat. To hit +0, Dam 5 (x2)

Fire Arcs

As the Mounted Chaingun and Flamethrower are mounted on opposite sides of the chariot; they can both fire to the front and **either** the right or left flank, depending which weapon you have placed on which side.

The rider may fire his shotgun to the front, left and right fire arcs.

As with all vehicles, you may fire all mounted weapons in the same turn.

Standard Bearers

AS	SH	S	T	W	CD	SZ	MV
4	3	4	4	1	4	2	4

Structure: Squad Member

You may add a Standard Bearer to a unit of Convict Legionaries. He replaces any one normal convict. He is not a support model, and so does count towards the standard trooper to support ratio.

You may have a maximum of one Standard Bearer of any one type in your army.

Troop Type	Equipment	No.	Cost
Scorpion Standard	Shotgun, Combat Blade, Scorpion Standard	0-1	42
Serpent Standard	Shotgun, Combat Blade, Serpent Standard	0-1	42
Vulture Standard	Shotgun, Combat Blade, Vulture Standard	0-1	42

Special Rules:

All: Inspiring

Some Praetors are successful tribunes while others are cunning politicians using military service to further their own goals.

They are powerful, inspirational leaders, and fierce warriors.

The loyalty the Praetors have for their officers is legendary, and top brass on Ironglass often worry that such loyalty could mean a full-scale rebellion may be just around the corner.

Praetors

AS	SH	S	T	W	CD	SZ	MV
6	5	4	4	2	6	2	4

Tribunes

Tribunes are the right-hand men (and women) to the Praetor.

They are seasoned Veterans and competent leaders, and their presence has often turned the tide in key battles.

Tribunes

AS	SH	S	T	W	CD	SZ	MV
5	4	4	4	2	5	2	4

Structure: Individual

Unit Size: 0-1

Censors

Discipline is maintained within the Legions by Lictors, or Enforcers, who control the convicts with the threat of Neural Spike execution.

Censors are veteran Enforcers who have earned the respect of their senior officers (Or have bought the favour of their Tribune).

The staff, or censor, they carry into battle is an enhanced version of the Neural Spike detonator worn by Enforcers.

The added power in the larger unit allows greater range, and enables the censor to affect multiple neural spikes.

Censors

AS	SH	S	T	W	CD	SZ	MV
5	5	4	4	2	5	2	4

Structure: Individual

Unit Size: 0-1

Structure: Individual

Unit Size: 0-1

You may add a Praetor to a unit of Praetorian Guard, using the same buying criteria as Sergeants.

Troop Type	Equipment	No.	Cost
Praetor	Autoshotgun, Combat Blade, Blaster	0-1	39

Special Rules

Inspiring, Tactical Awareness, High Morale (+2)

You may add a Tribune to a unit of Convict Legionaries or Praetorian Guard using the same buying criteria as a Sergeant.

Troop Type	Equipment	No.	Cost
Tribune	Autoshotgun, Combat Blade, Autopistol	0-1	30

Special Rules

Tactical Awareness, High Morale (+2)

You may add a Censor to a unit of Convict Legionaries or Praetorian Guard using the same buying criteria as a Sergeant.

Troop Type	Equipment	No.	Cost
Censor	Blaster, Censor	0-1	48

Special Rules:

Fearless, High Morale (+1)

Instead of Shooting the Censor may attempt to rally any unit of Convicts within LOS. The Censor causes pain, but not death in all members of the unit. The unit may immediately make a rally check. If successful, when they are next activated they are no longer Panicked.

If the unit fails its rally check, remove one **randomly determined** member, as the pain overcomes its central nervous system. The unit then automatically rallies and when they are next activated they are no longer Panicked.

Alternatively, instead of shooting the Censor may attempt to detonate a unit of Suicide Bombers within LOS. Roll to detonate each member as per the rules for explosive packs.

New Skills

Shield Wall

The Praetorian Guard spend what little time they spend not actually in combat, training. This has led to the development of a unique formation, the Shield Wall, whereby they lock shields, protecting themselves and their comrades from enemy fire.

When a Praetorian Guard unit is activated, instead of Moving, it may adopt the shield wall formation.

Move all non-support Praetorians (excluding any individuals who have joined the unit) into base-to-base contact, and move up any support models, or individuals, to within two inches of the shield wall. (You don't HAVE to put them behind the wall, but it makes more sense)

While the Shield wall is in play, the Praetorians comprising the Shield Wall are considered to have Heavy Armour 3 against ranged fire coming from their front facing.

In addition, no hits may be allocated against models behind the shield wall (i.e. the support weapons and characters) until all members of the shield wall are removed from play. Attacks originating from behind the front facing of the members of the Shield Wall are subject to normal hit allocation rules.

Note

Snipers may still pick any target they can see as per their special rules.

If the Praetorians are assaulted while in the Shield Wall formation, the Praetorians count as defending an

obstacle. If at the end of their opponents assault phase they are still in combat the Shield Wall is disrupted, and the Praetorians must spend another movement phase to lock shields again.

If the Praetorians assault an enemy, the Shield Wall is disrupted, and the Praetorians must spend another movement phase to lock shields again.

While the Praetorians are in the Shield Wall formation, they may not rush.

Berserk Charge

A berserk unit charges into the enemy at full force, screaming and howling war cries. When charged by such a unit, you may NOT counter-charge. In addition, when a berserk unit wishes to counter-charge, they do so automatically; no CD check is necessary. (Note: this does not allow Berserkers to counter-charge when they would not normally be allowed to do so, such as when being charged by Black Legionaries)

Impetuous

Impetuous troops are hard to control, and have a tendency to run amok rushing into the fray when more experienced commanders would rather they hold back.

A unit that includes impetuous troops and does not include an enforcer must pass a CD check at the beginning of their turn if they do not want to move towards the enemy.

In addition, in the assault phase an impetuous unit **must** assault the enemy if at all possible.

New Weapons

Thermite Bolt

The Thermite Bolt is a much-feared weapon, used almost exclusively by the Praetorian Guard. It is a hybrid between a Grenade Launcher, and a Thermite Lance, which can equally be used to fire on opponents from afar, or to engage enemies in close combat.

CC	Short	Med	Long	Ext
-1/6	-1/6*	0/6*	-1/6*	-2/6*

Type

2 Handed, Indirect,

Special Rules

If used in close combat, Armour Piercing 3

*Before you roll to hit declare whether the shot will be Anti Personnel or Anti Armour.

If Anti Personnel, use the stats above, and use the small circular template.

If Anti Armour, use the stats above, but the damage is now 6 (x2) and Armour Piercing 3

Claymore

The claymore is a massive 2 handed weapon capable of causing serious damage to an opponent. Its huge size, however, makes it difficult to wield effectively.

CC	Short	Med	Long	Ext
-1/ST +3	-/-	-/-	-/-	-/-

Type

2 Handed, melee

Enhanced Explosives Pack

Most commonly fitted into the infamous suicide chariots these high-grade explosives pack even more of a punch than those conventionally worn by suicide bombers.

CC	Short	Med	Long	Ext
-/-	-/-	-/-	-/-	-/-

Type

Special

You can attempt to detonate the pack at the beginning or end of any phase of your units' turn. Inactivated units and those on hold may attempt to do so if they pass a CD check as normal to react.

Roll 1D10 for each model attempting to detonate. A score of 4 or more indicates success, and the pack detonates. Place the large circular template over the

model. Any other models touched by it suffer 5 (x2) DAM.

Then remove the detonating model from play.

Scorpion Standard

This Standard serves both as a rallying point for convicts of the Scorpion Legion, and as a crude, yet effective close combat weapon.

CC	Short	Med	Long	Ext
-1/-	6/-	-/-	-/-	-/-

Type

2 Handed, melee

Special Rules: A unit carrying the scorpion standard gains the First Strike special ability.

Serpent Standard

This Standard serves both as a rallying point for convicts of the Serpent Legion, and as a crude, yet effective close combat weapon.

CC	Short	Med	Long	Ext
-1/-	6/-	-/-	-/-	-/-

Type

2 Handed, melee

Special Rules

A unit carrying the Serpent Standard gains the Lethal Strike (x1) special ability when using combat blades.

Vulture Standard

This Standard serves both as a rallying point for convicts of the Vulture Legion, and as a crude, yet effective close combat weapon.

CC	Short	Med	Long	Ext
-1/-	6/-	-/-	-/-	-/-

Type

2 Handed, melee

Special Rules: Members of a unit carrying the Vulture Standard gains the multiple shots (x2) special ability when firing their auto shotgun.